

NuMI Beam Simulation - Bug #15469

Review request [commit:HEAD-20160913-203816: Recovering an accidentally deleted the include of G4SystemOfUnits.hh]

02/06/2017 01:32 PM - Thomas Carroll

<b>Status:</b>	New	<b>Start date:</b>	02/06/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Are the variables on line 306:			
<pre>vdouble_t PhornX0, PhornY0, PhornZ0, PhornDXDZ, PhornDYDZ, PhornCurrent;</pre>			
used for anything either in FLUGG or g4numi? Using grep in g4numi/include and g4numi/src I never see them used again there.			